

DEAD FALL

ADVENTURES



ARTBOOK

Character Concepts

Main Hero Original Concept



Main Enemy Original Concept



Character Concepts

Aztec Mummy

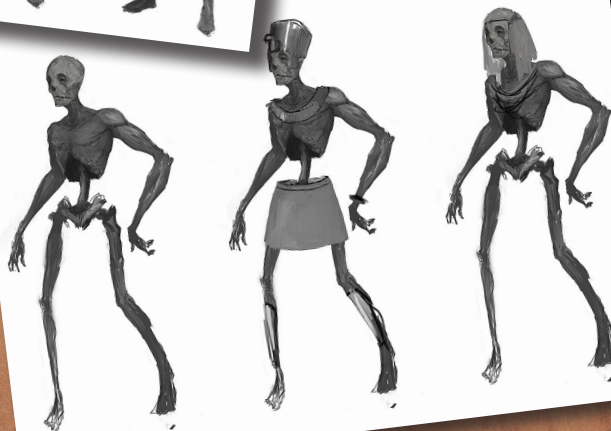


Conquistador



Character Concepts

Egypt Mummy



Treeter



Character Concepts

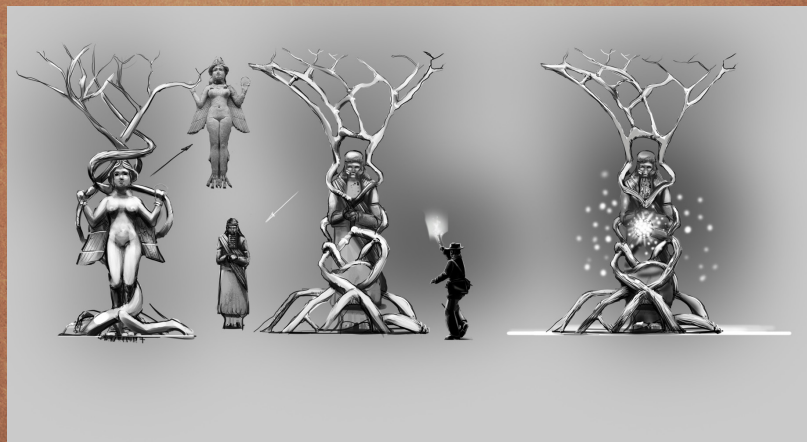
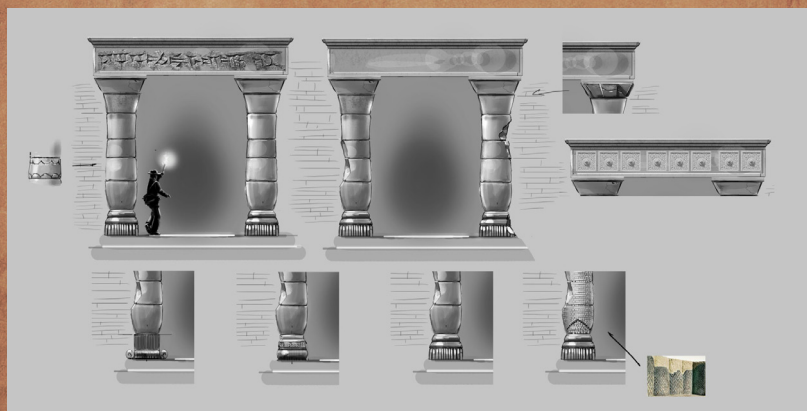
Thrown Ideas

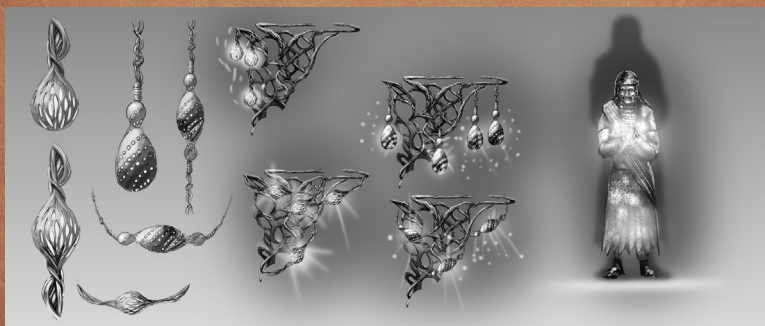
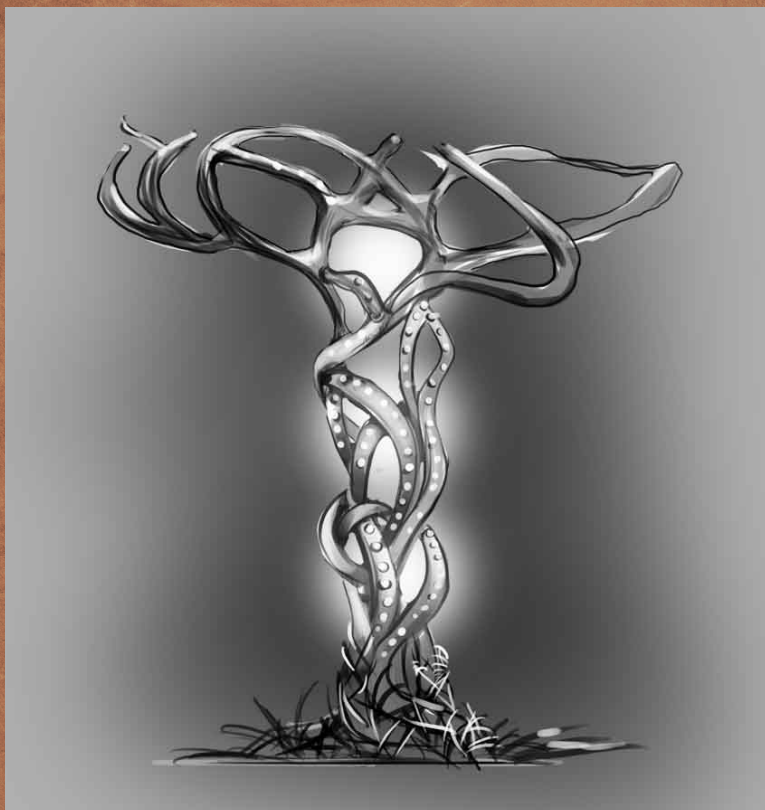




Environmental Concepts

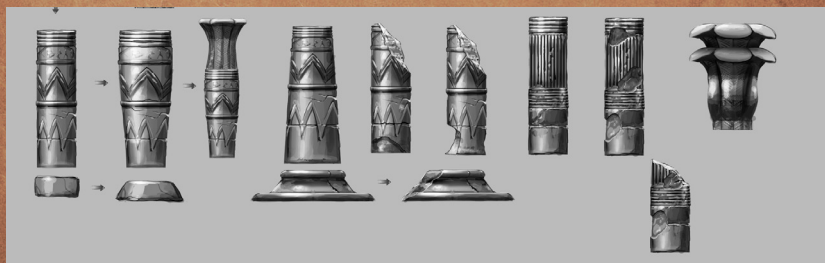
Arctic





Environmental Concepts

Egypt

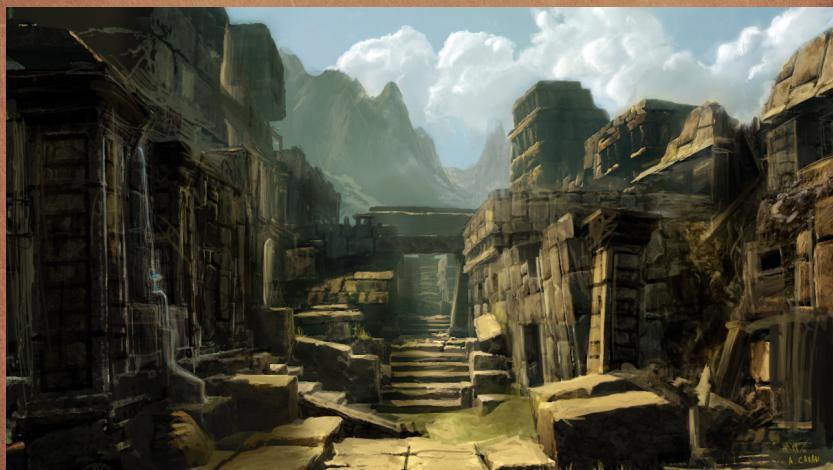




Environmental Concepts

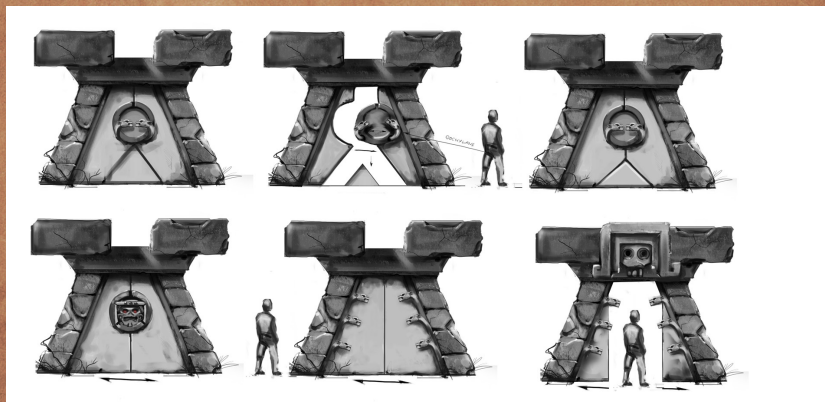
Maya

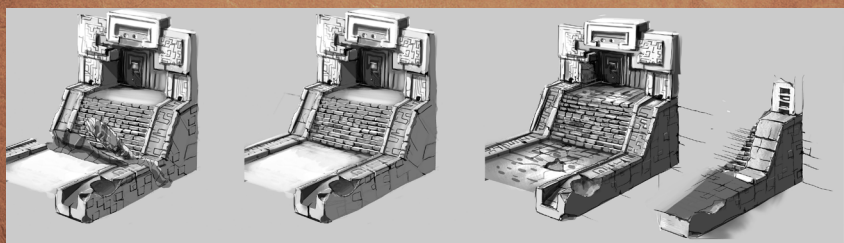
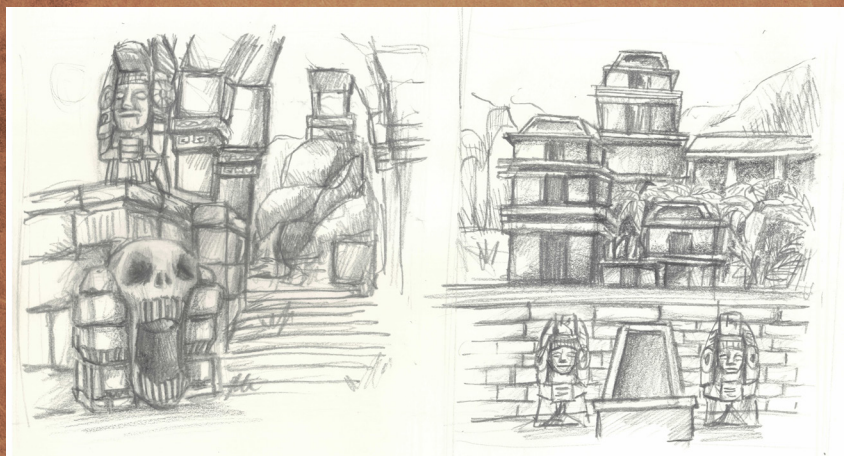




Environmental Concepts

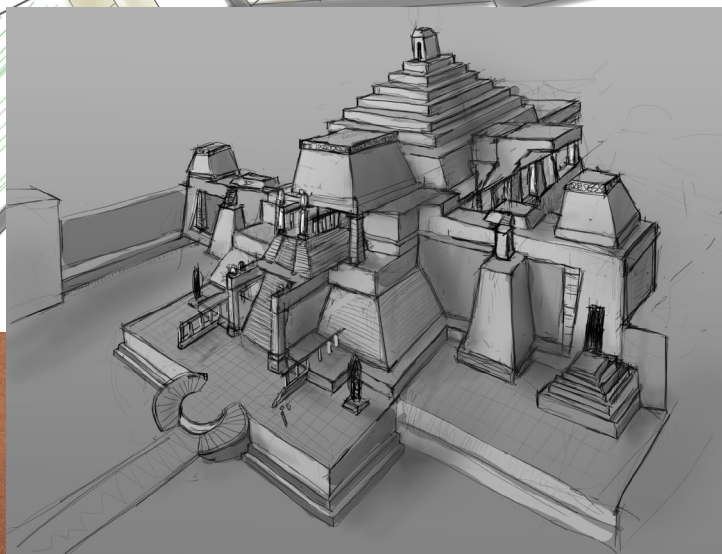
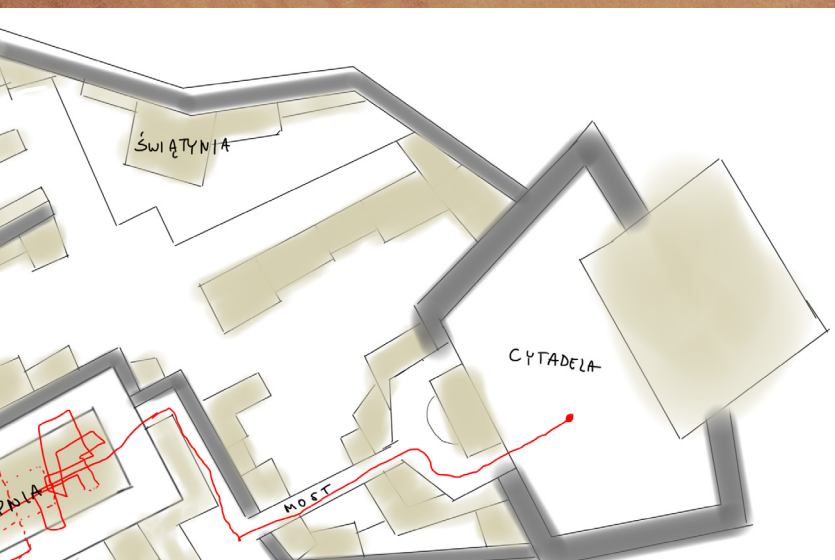
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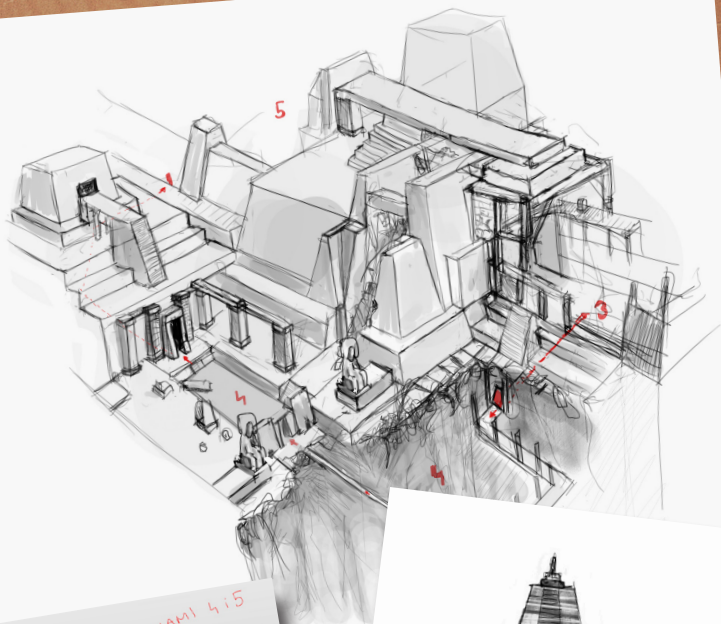


Level Designs



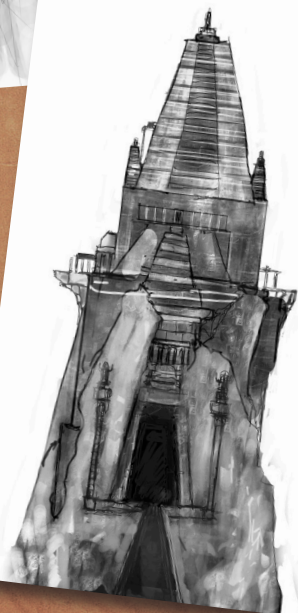
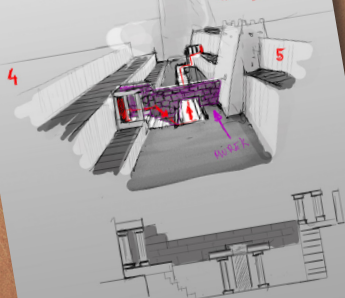


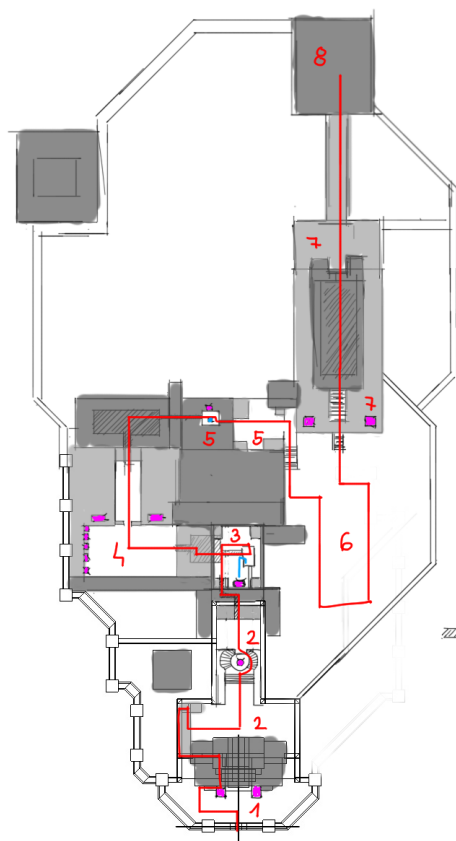
Level Designs






PRZEJŚCIE
POMIĘDZY LOKALNOŚCIAMI 4 i 5

← DUŻY
BUDYNEK





-   - SPORY ELEMENT
DEKORACYJNY (POSŁOG)
-  - FONTANNA / WODA

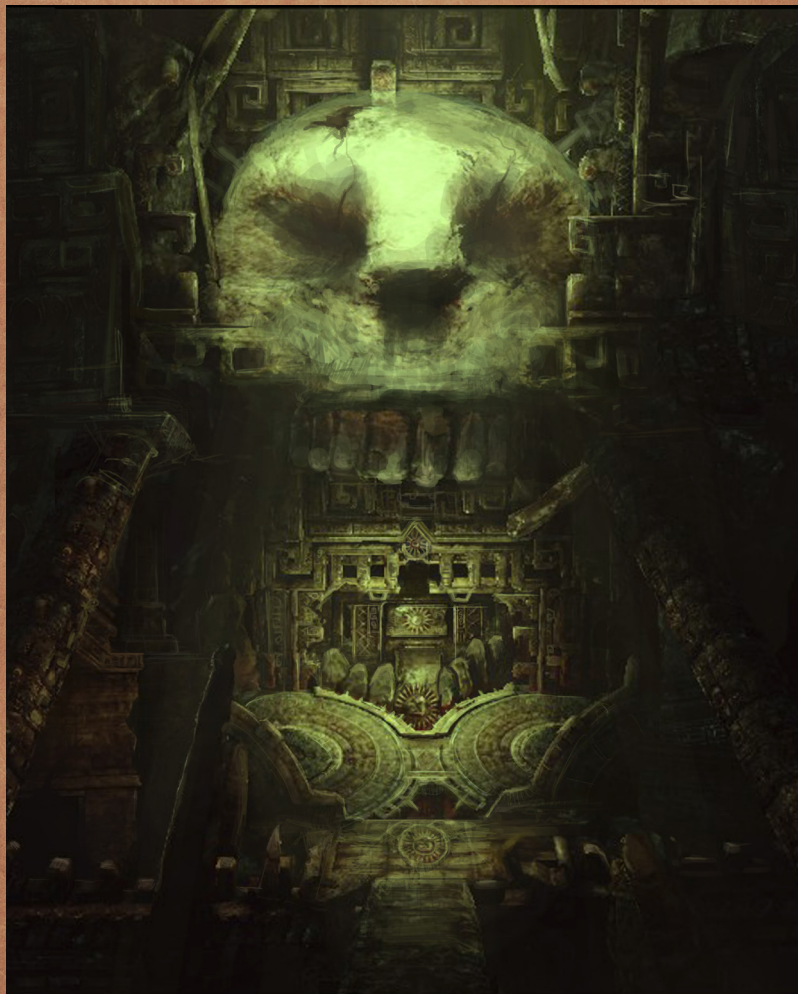


- PRZEJŚCIE LUB
POMIĘSZCZENIE
WĘWNETRZ BUDYNKU



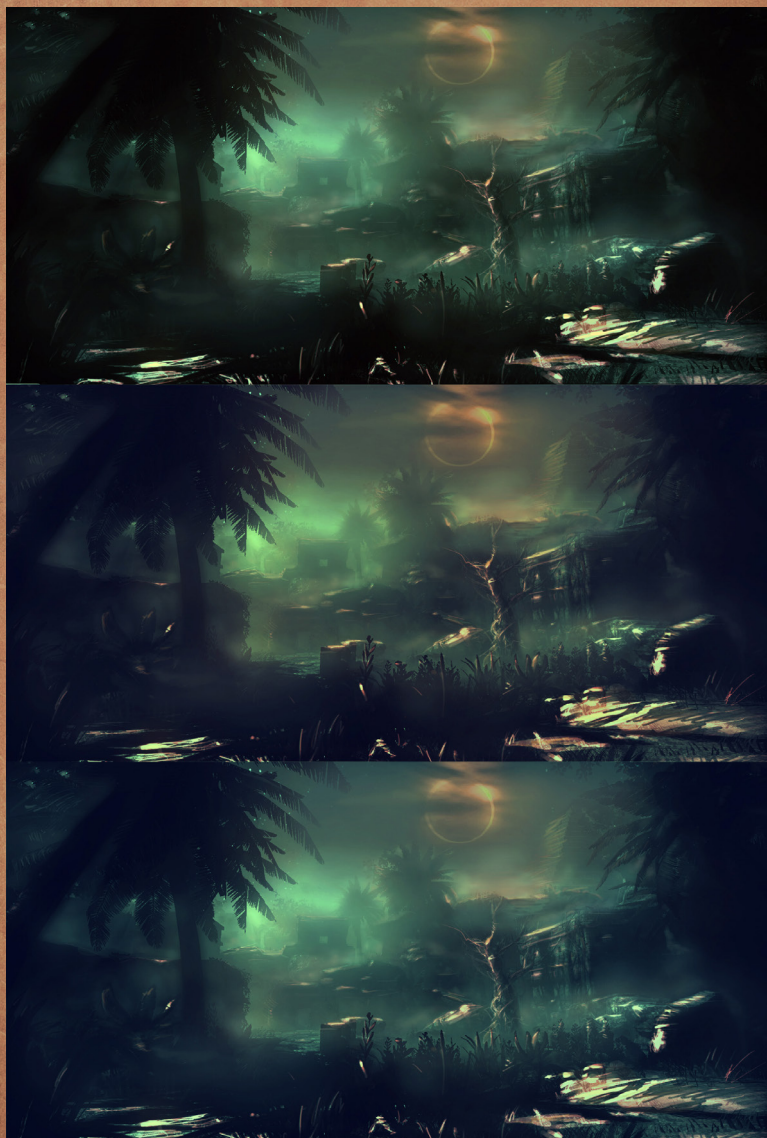
- ŚCIEŻKA PRZEJŚCIA

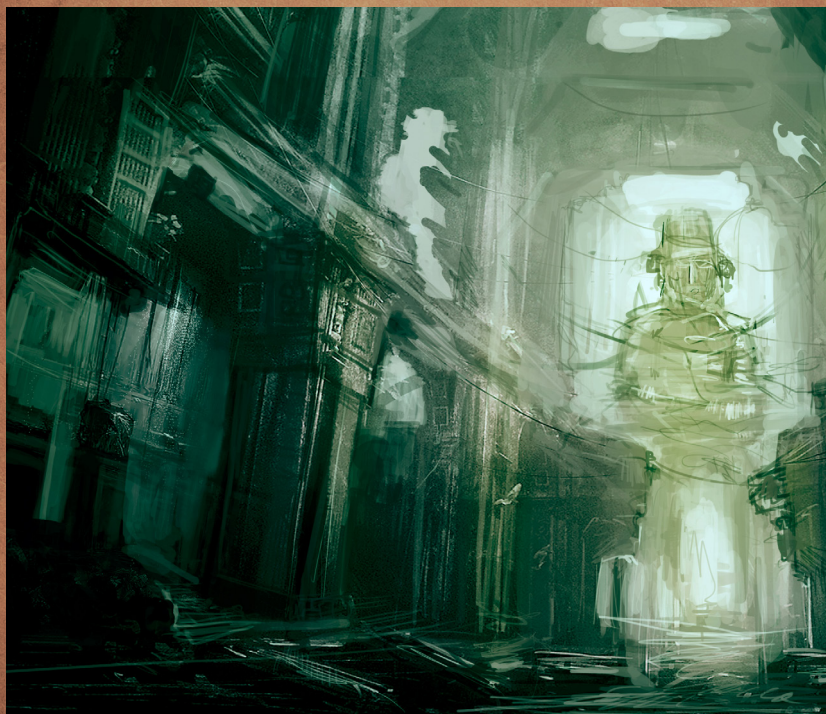
Mood Concepts



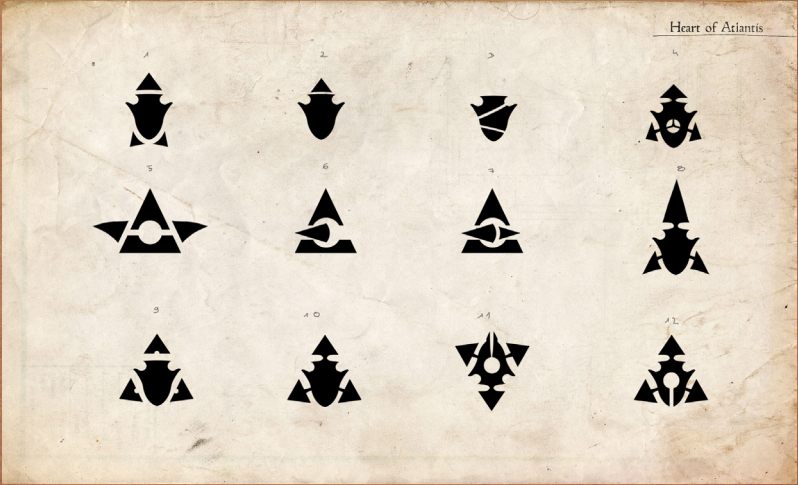
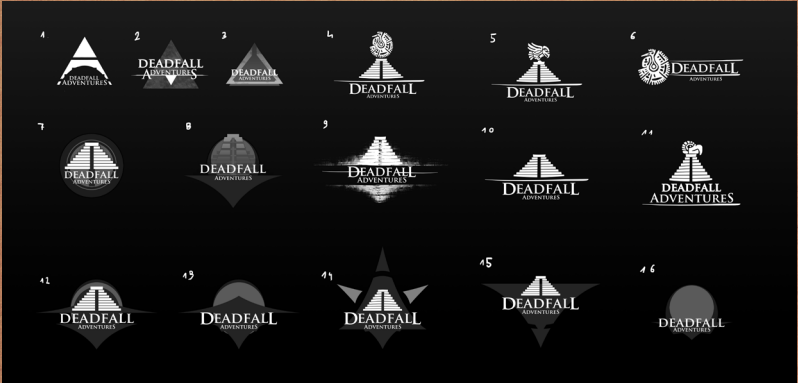


Mood Concepts





Various Concepts





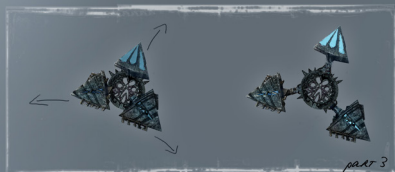
Heart of Atlantis



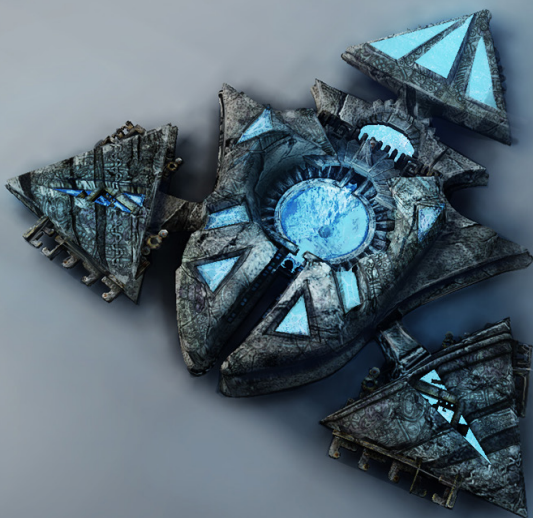
part 1



part 2



part 3



Cover Concepts





Logo Concepts





THE FARM 51 TEAM FOTO SUMMER 2013





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